CAMERA UP on grim GREENE, limping slowly down tunnel from field toward locker room; words “Mean Joe Greene” SUPER on picture. Because he is alone, game must still be going on with Greene out of it, due to injury. Background noise of football audience, low.

KID

Mr. Greene! Mr. Greene!

CUT TO KID (about age nine) standing in tunnel, bottle of Coke in hand.

GREENE

Yeah?

KID

You need some help?

CUT TO GREENE, scowling.

GREENE

Uh-uh.

CUT TO KID

KID

I just want you to know: I think— I think you’re the best ever.

CUT TO GREENE

GREENE

Yeah. Sure.

GREENE grimaces.

CUT TO KID

KID

Want my Coke?

KID offers bottle to GREENE

It’s okay. You can have it.

CUT TO GREENE, sighing.

GREENE

Okay. Thanks.

GREENE takes bottle, drinks greedily

CUT TO KID, who hesitates, waiting for autograph or sign of recognition from his hero, as music swells under dialogue. Lyric is heard: A Coke and a smile/Makes me feel good/ Makes me feel nice. Finally, KID turns to leave.

KID

(*sadly*)

See ya, Joe.

CUT TO GREENE, suddenly animated and smiling.

GREENE

Hey, kid!

GREENE grabs his game jersey and tosses it.

GREENE

Catch.

CUT TO KID, beaming, catching shirt.

KID

Wow! Thanks, Mean Joe!

SUPERS FILL SCREEN: “Have a Coke and a Smile” (centered); “Coke Adds Life” (in right corner). Music swells.

There are three parts to a script written for television and film: scene headings, narrative description, and dialogue blocks. There is very little instruction for camera, sound, music or editing.

A**. Scene Headings** (also called “slug lines” or “slugs”)

These have three parts:

* INT or EXT (interior or exterior…indoors/outdoors)
* Location (Bob’s office; a high school gym; a busy street)
* Time of day (DAY or NIGHT, usually, though occasionally DAWN or DUSK are used)

If any of these three elements change, it creates a new scene, and a new heading is required. If our first scene is slugged

INT. BOB’S OFFICE—DAY

But the next scene takes place at night in the same office, the new heading would read

INT. BOB’S OFFICE—NIGHT

B. **Narrative Description**

* Narrative description is the telling of the story as it unfolds on screen. It begins directly below the scene heading.
* Write only what can be seen and heard. This is a script, meant to show on screen, so we cannot know what is going on inside the head of characters. Only what the actors and director can show is acceptable.
* Upper case: all character names and sound effects should be written in UPPER CASE.
* Timing: Usually, one page of script is about one minute of movie (ABOUT!). So if your movie is supposed to be five minutes long, you will only want about 4-6 pages of script. A little long or short on the script might work out…but that depends on a lot of directing and editing decisions.

**C. Dialogue Blocks**

These are also called “speeches”. They have three parts: character name, wryly, and dialogue.

* Character names are in UPPER CASE, wrylies are written in lower case, italicized, inside parentheses (*like this*), and dialogue is written in normal sentence case.
* A wryly tells how the line should be said. It was named after all the novice screenwriters who wanted their characters to speak in a wry way. Wrylies should only be used if the subtext of the dialogue is not clear. Keep them to a minimum.
* Dialogue blocks hold only the exact words the actor is going to say as the character.
* When a character acts as a narrator, we show this with (VOICE OVER) after the character’s name. When the character speaks from off screen, it is indicated with (OFF SCREEN) after the character’s name.

**Layout:**

Margins: Headings should be 1.5 inches from the left, and no more than 1 inch from the right

Dialogue should be at 3 inches left and 2 inches from the right-hand side of the page.

Character names should be 4 inches from the left.

Wrylies should be 3.5 inches from the left

Leave 1” top and bottom margins

Remember to number pages in the script at the upper right, in the header.

All screenplays **must** be printed in 12-point COURIER NEW typeface. **Nothing. Else. EVER.**